

Weighted Model Counting with Conditional Weights for Bayesian Networks

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The Problem of Computing Probability

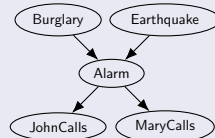
ProbLog

```
0.001 :: burglary.  
0.002 :: earthquake.  
0.95  :: alarm      :- burglary, earthquake.  
0.94  :: alarm      :- burglary, \+ earthquake.  
0.29  :: alarm      :- \+ burglary, earthquake.  
0.001 :: alarm      :- \+ burglary, \+ earthquake.  
0.9    :: johnCalls :- alarm.  
0.05   :: johnCalls :- \+ alarm.  
0.7    :: maryCalls :- alarm.  
0.01   :: maryCalls :- \+ alarm.
```

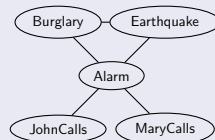
BLOG

```
random Boolean Burglary ~ BooleanDistrib(0.001);  
random Boolean Earthquake ~ BooleanDistrib(0.002);  
random Boolean Alarm ~  
  if Burglary then  
    if Earthquake then BooleanDistrib(0.95)  
    else BooleanDistrib(0.94)  
  else  
    if Earthquake then BooleanDistrib(0.29)  
    else BooleanDistrib(0.001);  
random Boolean JohnCalls ~  
  if Alarm then BooleanDistrib(0.9)  
  else BooleanDistrib(0.05);  
random Boolean MaryCalls ~  
  if Alarm then BooleanDistrib(0.7)  
  else BooleanDistrib(0.01);
```

Bayesian Network



Markov Random Field

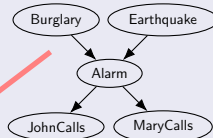


The Problem of Computing Probability

ProbLog

```
0.001 :: burglary.  
0.002 :: earthquake.  
0.95 :: alarm :- burglary, earthquake.  
0.94 :: alarm :- \- burglary, \+ earthquake.  
0.29 :: alarm :- \- burglary, earthquake.  
0.001 :: alarm :- \+ burglary, \+ earthquake.  
0.9 :: johnCalls :- alarm.  
0.05 :: johnCalls :- \+ alarm.  
0.7 :: maryCalls :- alarm.  
0.01 :: maryCalls :- \+ alarm.
```

Bayesian Network

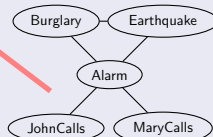


BLOG

```
random Boolean Burglary ~ BooleanDistrib(0.001);  
random Boolean Earthquake ~ BooleanDistrib(0.002);  
random Boolean Alarm ~ BooleanDistrib(0.001);  
if Burglary then  
  if Earthquake then BooleanDistrib(0.95)  
  else BooleanDistrib(0.94)  
else  
  if Earthquake then BooleanDistrib(0.29)  
  else BooleanDistrib(0.001);  
random Boolean JohnCalls ~ BooleanDistrib(0.9);  
if Alarm then BooleanDistrib(0.9)  
else BooleanDistrib(0.05);  
random Boolean MaryCalls ~ BooleanDistrib(0.7);  
if Alarm then BooleanDistrib(0.7)  
else BooleanDistrib(0.01);
```

WMC

Markov Random Field



Weighted Model Counting (WMC)

- Generalises propositional model counting ($\#SAT$)
- Applications:
 - graphical models
 - probabilistic programming
 - neural-symbolic artificial intelligence
- Main types of algorithms:
 - using knowledge compilation
 - using a SAT solver
 - manipulating pseudo-Boolean functions

Example

$$w(x) = 0.3, w(\neg x) = 0.7, \\ w(y) = 0.2, w(\neg y) = 0.8$$

$$WMC(x \vee y) = w(x)w(y) + \\ w(x)w(\neg y) + w(\neg x)w(y) = 0.44$$

An Alternative Way to Think About WMC

- Let V be the set of variables.
- Then 2^{2^V} is the Boolean algebra of propositional formulas.

Definition

A **measure** is a function $\mu: 2^{2^V} \rightarrow \mathbb{R}_{\geq 0}$ such that:

- $\mu(\perp) = 0$;
- $\mu(x \vee y) = \mu(x) + \mu(y)$ whenever $x \wedge y = \perp$.

Observation

WMC corresponds to the process of calculating the value of $\mu(x)$ for some $x \in 2^{2^V}$.

The Limitations and Capabilities of Classical WMC

Observation

Classical WMC is only able to evaluate **factorable** measures (c.f., a collection of mutually independent random variables).

Theorem (Informal Version)

It is always possible to add more variables to turn a non-factorable measure into a factorable measure.

However, that is not necessarily a good idea!

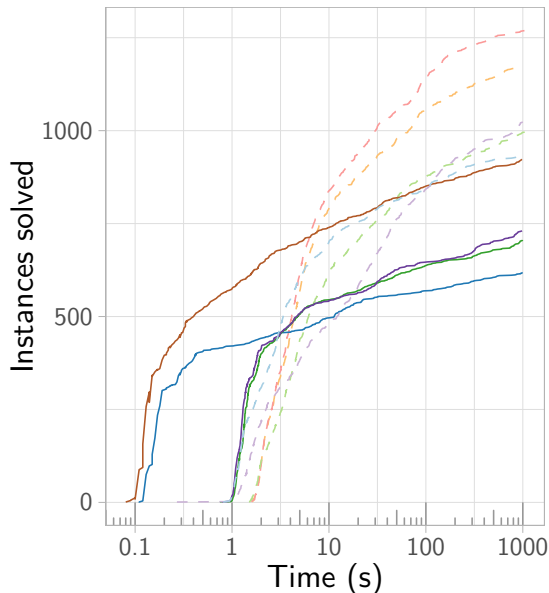
Conditional Probability Tables (CPTs) as Functions

- One variable for every random variable with two values.
- k variables for every random variable with $k > 2$ values.
- Define indicator functions of the form $[x]: 2^{\{x\}} \rightarrow \{0, 1\}$.
 - $[x](\emptyset) = 0$;
 - $[x](\{x\}) = 1$.
- Define $+$, \cdot , and scalar multiplication pointwise.
- Then a CPT can be represented as a function.

| a | b | $\Pr(A = a \mid B = b)$ |
|-----|-----|-------------------------|
| 1 | 1 | 0.6 |
| 1 | 0 | 0.4 |
| 0 | 1 | 0.1 |
| 0 | 0 | 0.9 |

$$\begin{aligned} \text{CPT}_A &= 0.6[\lambda_{A=1}] \cdot [\lambda_{B=1}] \\ &\quad + 0.4[\lambda_{A=1}] \cdot [\overline{\lambda_{B=1}}] \\ &\quad + 0.1[\overline{\lambda_{A=1}}] \cdot [\lambda_{B=1}] \\ &\quad + 0.9[\overline{\lambda_{A=1}}] \cdot [\overline{\lambda_{B=1}}], \end{aligned}$$

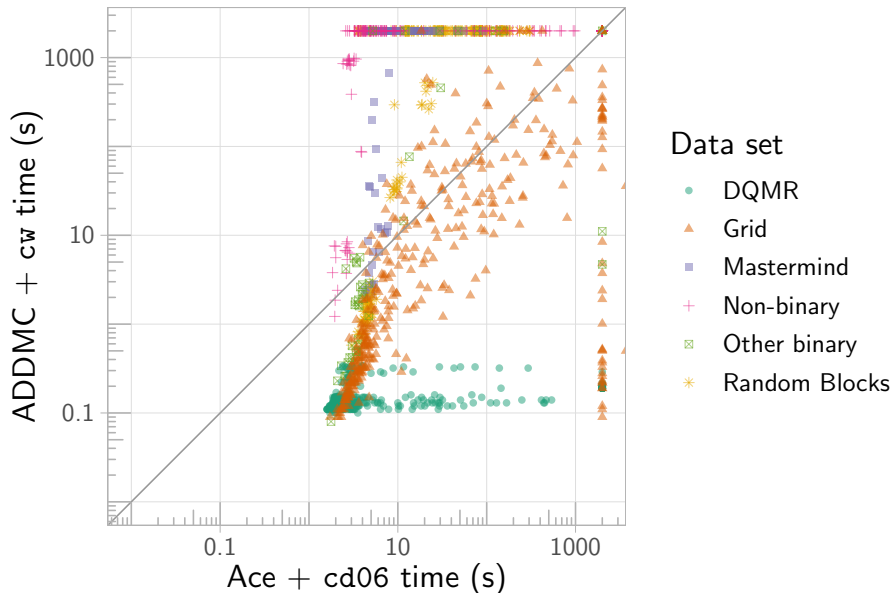
Experimental Results



Algorithm & Encoding

- Ace + cd05
- Ace + cd06
- Ace + d02
- ADDMC + bklm16
- ADDMC + cw
- ADDMC + d02
- ADDMC + sbk05
- c2d + bklm16
- Cachet + sbk05

Comparison With the State of the Art



Summary and Future Work

- Classical WMC can represent any probability distribution by adding more variables.
- But this is not the right approach for WMC algorithms that support working directly with functions.
- Specifically with ADDMC, avoiding redundant variables resulted in 127 times faster inference.
- Could this idea be successfully applied to other applications of WMC or, perhaps, other WMC algorithms?
- Potential improvements to the encoding:
 - Apply ideas from other WMC encodings for Bayesian networks (e.g., prime implicants, log encoding).
 - Develop encoding tricks that apply to functions but not to conjunctive normal form.
 - More on this in our SAT 2021 paper *Weighted Model Counting Without Parameter Variables*.